Snell Advanced Media

Qube, sQ Edit, Marco

V6.7.0
New Feature List

If you have any questions please contact Damon Hawkins
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V6.7.0 – New Features – June 2017

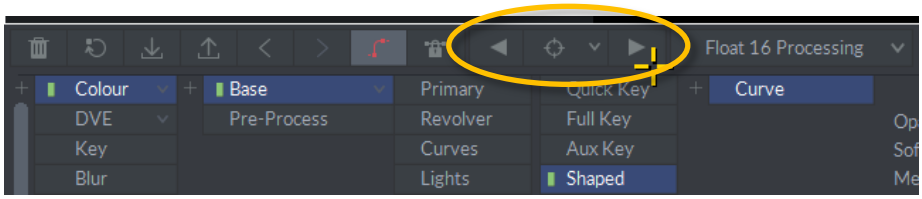
- New Tracker functionality
  - Quick track button
  - Shape homography improvements
  - Keyframe Graph improvements
- Curve is now the default Shape in all menus
- Conform – MXF alpha channel support
- EXR Export – Integer clips will convert to float
- EXR Import – defaults to the size of the display window attribute
- Programmatic Access to Kernel Processing Functionality (beta)
- Changed location for VS2015 compiled plugins

New Tracker functionality

Quick Track Button

In order to complete a track it is no longer necessary to go into the tracker menu. There are quick track buttons for forwards and backwards that will automatically use whatever defaults are set up in the tracker menu. Simply draw a shape and click the appropriate arrow to track forwards or backwards.

The tracker menu has also been moved over to the left of screen to improve the ease of access.

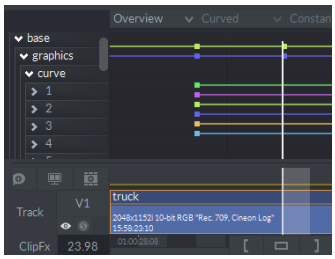


Shape homography improvements

When an area is tracked as defined by a shape, the shape is no longer converted to a curve. Instead a 2D projection of the 3D homography data is applied to the shape. As a result there are no specific keyframes for every point of the shape allowing for easy finessing of the track if required.

Keyframe Graph improvements

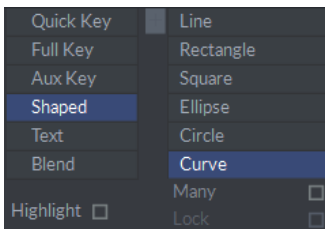
As the keyframe data contains only any user created positional keyframes, then the keyframe graph is much easier to manage.



Global keyframe adjustments and offsets can easily be made at any position on the timeline and are the only keyframes displayed.

Curve is now the default Shape in all menus

When going into any shape or graphics menu then 'curve' is always the default rather than 'line' as it was previously.



Conform – MXF alpha channel support
As a part of the conform process AAF files from Avid that contain video and key information are now read and with the associated rushes put together as a video/key clip.
It is recommended that the F1 'Force Remote MXF to HBR' box be check to avoid any errors.

EXR Export – Integer clips will convert to float
The restriction that you can only export floating-point clips as EXR files has been removed.

Integer based clips will now convert into to float within the EXR file when exporting.

To preserve precision integer clips are converted as follows:

8-bit	16-bit float
10-bit	16-bit float
12-bit	16-bit float
16-bit	32-bit float

EXR Import – defaults to the size of the display window attribute
The imported resolution of EXR files will now be determined by the 'display window' size from within the file. Previously this was determined by the data window size which can often change from frame to frame and so it not practical to use this.

Programmatic Access to Kernel Processing Functionality (beta)
The majority of the editing, effects and file i/o functionality within Rio can now be automated via Python scripting. This functionality is currently part of the code and is being treated as beta for this release.

If you wish to know more and would like documentation and Python script examples to get started with then please email damon.hawkins@s-a-m.com

Changed location for VS2015 compiled plugins
The code compiler has been updated to Visual Studio 2015. As a result any new plugins built moving forward will have a new default V6 location as shown. As yet there are no newly compiled plugins and so the 4.2 location is still valid and should continue to be used.